

## SKY JINKS™

### Aerial Acrobatics

Every day is a perfect day for flying with SKY JINKS™, the newest game from Activision that puts you in the cockpit of a spritely P41 airplane racer.

You are soaring across the sky on a sunny spring afternoon. Clouds are passing lazily over lush, green fields. Your P41 feels incredibly responsive as you accelerate to full throttle, bank and turn. You are ready! It's the finals of the National Air Races, and you must steer your racer through a tricky course of red and blue pylons to win the championship.

But wait! Just as you enter the course, dozens of colorful hot air balloons drift into your path. They won't stop you, however. With courage and skill, you dodge the balloons, career around the pylons at breathtaking speed, and plot your way to victory.

Created by Bob Whitehead, SKY JINKS™ has the delightful graphics and unique game play that you have come to expect from the designer of BOXING, SKIING, STAMPEDE™, and CHOPPER COMMAND™. SKY JINKS™ available in November, will transport you into the charm and challenge of old-time air racing.



Conceived and Designed by  
Bob Whitehead



## RIVER RAID™

### The River Is Waiting

*The Mission:* To seek out and destroy enemy gunships, helicopters, jet meraud-

ers, bridges and oil depots along a treacherous river.

*The Strategy:* Fly your B1 stralo-wing as sault jet beneath enemy radar and penetrate enemy territory.

*The Game:* RIVER RAID™ a new battle adventure game coming from Activision in December.

RIVER RAID™ is the first Activision game by designer Carol Shaw. A classic battle confrontation with arcade-like graphics, it will demand all your skill, strategy, and stamina.

You have the tools. Your assault jet—equipped with rapid fire guided missiles—responds at the touch of the Joystick. Can you steer through a flight corridor as narrow as your wings? Can you blast your way through a sky choked with choppers and enemy jets? Will you find a depot before you exhaust your fuel?

It's up to you. The River is waiting.



Conceived and Designed by  
Carol Shaw



# ACTIVISION ALLEY

## 16-Year-Old Trounces Top-Ranked Tennis Pro at TENNIS

Just being a ball boy for a major tennis tournament would be exciting enough for most high school students, but Brian Robinson recently experienced the additional thrill of defeating the 8th ranked tennis pro in the world at a game of TENNIS.

Brian's victory was on the TV screen, however, not center court.

In a special championship held during the Transamerica Open Tennis Tournament at the Cow Palace in San Francisco, Brian defeated Eliot Teltscher, who was seeded third in the tournament behind Jimmy Connors and John McEnroe. And the match wasn't even close. Brian humbled Eliot, 6-0, in a one set match, and walked off with the grand prize of a complete, 18-game cartridge library from Activision.

Brian played some tough matches before Eliot, however. The high school junior from San Anselmo, California, defeated seven other ball boys and girls.

The Transamerica Open is one of the largest tennis tournaments in the West. To entertain the big crowds, Activision set up 10 television sets in "Activision Alley." Thousands of spectators played Activision games throughout the tournament. Even



*It takes practice, Eliot—Brian Robinson shows tennis star Eliot Teltscher how to play Activision's TENNIS at the Transamerica Open Tennis Tournament.*

the professionals joined in the fun. Players relaxed and played with games in the player's lounge between their matches.

Special attractions were PITFALL® Activision's smash hit, and MEGAMANIA® our latest release.

## Six Heroes — On Their Way to Hollywood



Although bruised and battle-weary, the galactic fighters in Activision's StarMaster Challenge have all returned safely from deep space. And Starship Command reports good news—six age-group winners will soon be on their way to Hollywood to meet the stars of the hit television show, "The Greatest American Hero."

The high scorers in each age group on STARMASTER® played at the "Starmaster" level were:

Ages 5-7	George Gibson 11	7	Bensalem, PA
Ages 8-9	Wayne Jenkins	8	Poundridge, MI, VA
Ages 10-11	Christian Burns	11	Waynesville, TN
Ages 12-13	Adam Canady	12	Anchorage, AK
Ages 14-16	Todd Jacobson	14	Everett, WA
Ages 17+	Edward M. Senned	33	Waukegan, WI

# ◆◆ INSIDE ACTIVISION ◆◆



## Three Actimites On A Bridge

In case you didn't know, an Actimite is any member of the Activision family. These three—(from left to right) Dan Hernandez, Faith Heath, and Cathy Jackson—are the newest additions to the Consumer Relations Department (they don't work out side, but we just wanted you to share and enjoy some of our California sunshine).

Many of you have already spoken to Cathy, and Faith (who recently had a baby boy, Andrew Michael), and Dan sees most of the mail before anyone else, because he opens and processes it. So keep the pictures and letters coming—Dan never gets enough. And everyone at Activision loves to hear from you.

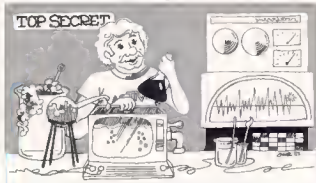
## A Woman and Her Dog

Although we are very busy making Activision games, we do find the time to play them. Proof of that is Pam Levins, Activision's mail services clerk, who is pictured here with her Airedale, Rusty. Pam is the one member of the Activision family who is also a member of all the clubs.

Pam has worked at Activision for about a year. In her spare time, she camps, tends to the tropical fish in her 140-gallon aquar kum, and, of course, plays Activision video games. Currently her favorite is MEGA MANIA™. Rusty says he likes them all.



## Rumors—Two Whispers From The Lab



From deep within the Activision game labs, where computers whirl and television screens dance with great new game ideas, comes secret word of two new releases.

The first, arriving in January, will demand all the game playing skills you've ever learned. If you think you're an expert, try this one, and find out how good you really are. Want a hint? What's quick and deadly and attacks your fruit bowl?

The second game is Steve Cartwright's latest creation. If you liked his BARN-STORMING™ and MEGAMANIA™, you'll love his \_\_\_\_\_. Thought we'd let the name slip, didn't you? Well you'll have to wait until February for Steve's game, but, in the meantime, here is a clue: what's filled with salami and cheese and dives beneath the sea?

# THE ACTIVISION SCOREBOARD

## World Record Scores

Here are the Activision World Records, challenging marks against which you can test your skills. Can you make your mark before the next issue of *Activisions*?



### DRAGSTER™

Members—5,477  
Record Scores—5.51



### SKIING

Members—5,564  
Record Scores—  
Level 3, 27.54



### LASER BLAST™

Members—18,246  
Record Scores—1,000,000



### FREEWAY™

Members—6,413  
Record Scores—  
Level 3: 34  
Level 7: 34



### KABOOM!™

Members—14,765  
Record Scores—999,999



### STAMPEDE™

Members—5,213  
Record Scores—157,000



### GRAND PRIX™

Members—5,800  
Record Scores—  
Level 1: 0 29.49  
Level 2: 0 50.93  
Level 3: 1 13.97  
Level 4: 1 35.64



### BARNSTORMING™

Members—1,879  
Record Scores—  
Level 1: 32.74  
Level 2: 49.98  
Level 3: 52.42



### ICE HOCKEY

Members—13,161  
Record Scores—  
Beat the computer  
on game number one



### STARMASTER™

Members—3,211  
Record Scores—  
Level 1: 3971  
Level 2: 5935  
Level 3: 7917  
Level 4: 9793



### CHOPPER COMMAND™

Members—1,896  
Record Scores—999,999



### MEGAMANIA™

Members—Still Counting  
Record Scores—  
No record yet, so  
come on gang



### PITFALL!™

Members—Still Counting  
Record Scores—114,000



### TENNIS

Tennis Pros—  
Okay, all you racquet  
fans! It's time to whip  
the computer! Take a  
set from the ol' boy  
and we'll send you the  
official emblem of the  
Activision tennis pros.



# THE CLUB GALLERY



## New World Record Holders

Since the last issue of *Activisions*, several of our World Records have toppled. Here are the names and pictures of the new champs.

### KABOOM!™

(Not Pictured)  
Sean R. Morrison, Cincinnati, OH



Joe Alessi, 15  
Lawndale, CA



Bob Collins, 15  
Falls Church, VA



Greg DeGenette, 18  
Valparaiso, IN



Bryon Holland, 18  
Francis, WI



Doug Stadler, 14  
Cincinnati, OH



Chris Walck, 15  
Falls Church, VA

### DRAGSTER™



William Stewart, 31  
McKeesport, PA



Kevin Kopaczewski,  
19, Milwaukee, WI

### GRAND PRIX™



Mike Ratledge, 27  
Folly Beach, SC



Todd Rogers, 17  
Bridgeview, Illinois

### CHOPPER COMMAND™



Rick LeBlanc, 13  
New Boston, NH

### PITFALL™

Todd Rogers, 17

### BARNSTORMING™

Todd Rogers, 17

### STARMASTER™

Mike Ratledge, 27  
Frank Walters, 44 (Not Pictured)  
Panama City, FL

**Special Note:** Although Rick was the first there are more than 100 commanders who have scored 999,999 points on CHOPPER COMMAND™. Thank you all for sending *Activisions* your photos.

## MOVED?

If you have changed residences and want to have *Activisions* sent to your new address, please fill out this form and send it to:

Activision Consumer Relations,  
Drawer No. 7287,  
Mountain View, CA 94042

NAME \_\_\_\_\_

NEW ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_ ZIP \_\_\_\_\_

## TV Photography— It's Easy

Here's how to take a crisp, clear picture of your winning game score on the television screen.

First, you don't need a flash—the light from the TV should be sufficient. Just hold steady and snap away.

If you shoot with a 35mm camera, use film with ASA 64, set the lens for F 22 and expose for three to five seconds. Or, you can use film with ASA 100, select the widest lens opening and shoot at 1/30 of a second.

With an Instamatic 126 or 110, insert a dead flash bar (or bulb) to open the lens wide, hold steady, and click.

## ACTIVISION WANTS YOU!

Thousands of *Activision* fans have joined our 14 game clubs, and membership climbs each month. Isn't it time for your achievements to be recognized? You will find the required score for admission to a club inside the instruction booklet of each game. Take a clear picture of your qualifying score and send it, along with your name, age, address and zip code, to:

Activision Consumer Relations  
Drawer No. 7287  
Mountain View, CA 94042



# Dear Jan,

Each week we receive thousands of letters and photographs from Activision fans from all across the United States and world. Here is a sample of that mail we prize so highly.



**It Takes Skill, Not Age**—Standing at attention is Ben Tobian, our youngest Laser Blaster at four years of age. Ben broke the 100,000 mark on *LASER BLAST™* just one day after his parents brought home the game. His father, Jeff, reports that Activision games have increased Ben's math skills and hand-eye coordination.

## LETTERS

**Dear Jan:** "A member of my congregation has indicated he will donate \$100 to the church's organ fund if I wear my new Starmaster patch on my pulpit robe on Sunday I plan to do that! Thanks for providing us with some family fun!"

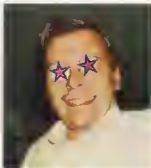
Pastor William M. Schwen  
Southport, IN



**Hats On**—Ernest Severer and some other members of Activision Addicts show a young Pittsford Harry adventurer how to win at *PITFALL™* during a video game day at a Michigan hospital.

Activision Addicts, a Michigan based video game club, recently held a game day for the pediatrics ward of the Bi-Community Hospital in Warren, Michigan.

About 15 children, from age 3 to 17, received Activision T-shirts, hats, pens and belt buckles, and competed in a video game contest. Ernest Severer, club president, says the children were delighted with the event. It was such a success, he says, that his club will hold another video game day at a different hospital at Christmastime.



**Star Struck**—You might say that David C. Tuttle from Moores, New York, becomes a little "starry-eyed" when he plays *STAR-MASTER™*. If this was his first game, can you imagine what he would look like after he played the game at the "Starmaster" level?



**Work Of Art**—Special recognition goes to Damon Lee Jones, a 13-year-old from Compton, California, who drew for us this composite picture of Activision video games. Can you pick out your favorite game?



## DESIGNER'S CORNER



1981 Arcade Alley  
Award Winner  
Best Audio and Visual Effects



Honorable Mention, 1982  
Arcade Alley Awards  
Best Science Fiction Game



Honorable Mention, 1982  
Arcade Alley Awards  
Most Innovative Game



1983 Electronic Games  
Magazine Award Winner  
Best Adventure Game



### David Crane – Senior Designer

#### Creating An Award-Winning Video Game Takes Imagination And Plain Hard Work

Like the writer, the painter, and the composer, the video game designer for the most part works alone, according to David Crane, an Activision co-founder. David is recognized as one of the finest and most prolific video game designers in the world. From start to finish, a game typically requires 500 to 700 hours of intensive effort. David starts by creating a game's concept and rules, sketching drawings, and transferring his ideas to the computer TV screen.

And then the real, painstaking work begins. David is both a creative artist and a skilled technician. Using all his knowledge of computers, physics, and art, he creates

every colorful detail and imaginative feature of the game, and then translates them into computer language. That will be followed by more long hours of play testing and de-bugging.

Then, when the game appears to be finished, the solo work ends and the group participation begins. The designers gather in the lab to evaluate the game, and make suggestions. Because the designers share 30 to 40 years of game experience between them, this group testing is an essential part of the game design. "Activision games wouldn't be Activision games without the group interaction we have here," David says. "Eventually, everyone contributes something to every game we develop."

David's contribution is usually his considerable artistic ability. He mastered math and computers at the DeVry Institute of Technology in Arizona, but he also took many art lessons while growing up in Naperville, Indiana. An expert at cartooning and animation, other designers often ask for his advice on game graphics.

Although David, who is 28 and single, is usually busy designing hit game after hit game, he does find time for other interests—especially tennis. David is a highly regarded amateur tennis player, and he is on the courts every day. Even hard working game designers need time to play.

## INTRODUCING!

Starting in November, you will have many more friends who can enjoy Activision games, when Activision introduces its first

two games available for play on Intellivision® the home video game system from Mattel Electronics®. The first games are

STAMPEDE™ and PITFALL!™ and there will be many more in 1983. Watch for new releases in future issues of *Activisions*.



**ACTIVISION<sup>®</sup>  
FOR INTELLIVISION<sup>®</sup>**

Now Intellivision owners can saddle up with STAMPEDE™. In this rugged video game roundup, you lease as many runaway dogs as you can. Designer Bob Whitehead has created a gritty test of your ridin' and ropin' skills.

Pitfall Harry is delighted! PITFALL!™ is at the top of the video game charts, and now it comes to life for Intellivision owners. Follow Harry on a dangerous quest for untold riches, but beware the hungry crocodiles, poisonous snakes and more!

As designer David Crane puts it—"It's a jungle in there."

**HAPPY HOLIDAYS**



  
**Season's  
Greetings**  
from

**Activision Consumer Relations**

Bottom Row (Left to Right) Cathy Jackson, Robin Bohn, Dan Hernandez, Kevinanne Myers and Jan Marsella. Top Row (Left to Right) Eve Lynne Banks, Beverly Desmond, Joe Kelley, Ria Drahmman, Vivian Varela and Faith Heath.